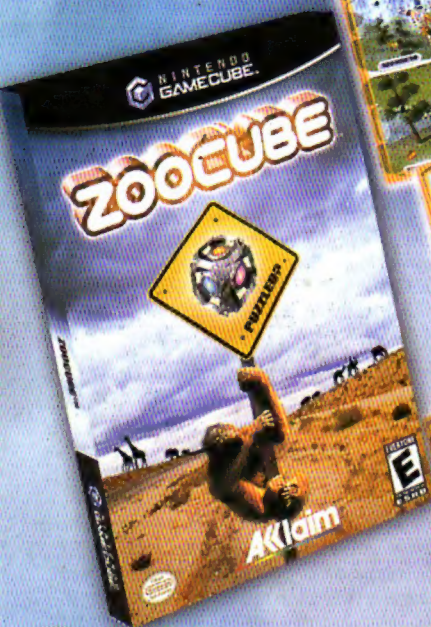


LOOK  
FOR



Rotate.



Stack.



Match.



**P**ut your puzzle-solving skills to work! Simple to learn, tricky to master. ZooCube offers addictive, engaging, heart-racing 3D puzzle action!

**go ape!**  
EmuMovies

ZooCube™ and Acclaim © & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Developed by PuzzleKings and Coyote, powered by Intrinsic Alchemy™. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc.

Photo: Bob Anderson, R. Ian Lloyd / Masterfile

Acclaim © & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777. PRINTED IN USA



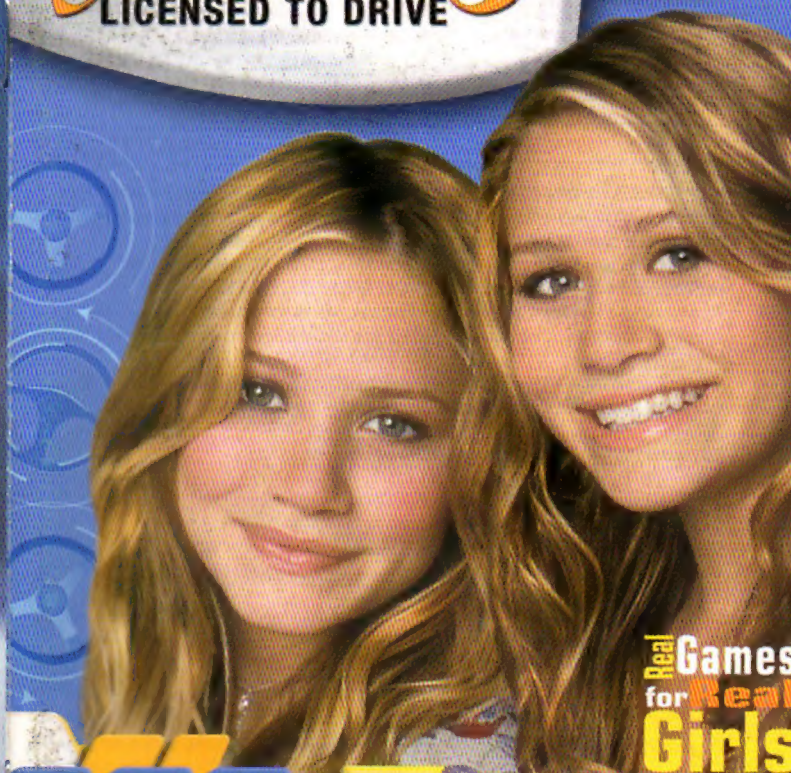
INTRINSIC  
ALCHEMY



**Acclaim**

freegamemanuals.com

Mary-Kate and Ashley  
**Sweet 16**  
LICENSED TO DRIVE



Real Games  
for Real  
Girls



**CLUB  
Acclaim**

INSTRUCTION BOOKLET





**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE  
ENTERTAINMENT SOFTWARE RATING BOARD. FOR  
INFORMATION ABOUT THE ESRB RATING, OR TO  
COMMENT ABOUT THE APPROPRIATENESS OF THE  
RATING, PLEASE CONTACT THE ESRB AT  
1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

**EVERYONE**

Visit [www.esrb.org](http://www.esrb.org) or call 1-800-771-3772  
for Rating information.

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

## Table of Contents

Loading .....	4
Introduction .....	5
Main Menu .....	6
PLAYING SWEET 16 .....	7
Board Game Basics .....	7
Game Modes .....	13





## Loading

1. Make sure the **POWER** Button is OFF on your Nintendo GameCube™.
2. Insert your Mary-Kate and Ashley™ Sweet 16 Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket.

Note: **Mary-Kate and Ashley™ Sweet 16** is for 1 to 4 players. Each player should insert a Controller into the proper Controller Socket at this time.

4. If you wish to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A or Memory Card Slot B.
5. Press the **POWER** Button ON (important: make sure not to touch the Control Stick while doing so).



## Introduction

Are you ready for the **sweetest** adventure? Hop in and drive into excitement with us in **Mary-Kate and Ashley™ Sweet 16 Licensed to Drive**. There are three exciting game modes to choose from, and a host of mini-games to keep you satisfied, whether you're playing with friends or against the computer.

**Adventure** mode offers a diverting dreamland of driving fun. Imagine that the world is a giant board game. As you take your driving class, you'll move around the board earning points and collecting keys as you try to finish first. There's plenty to do!

You can take on **Arcade** mode and just play mini-games, or challenge a friend in head-to-head action in **Bring It On** mode. So grab the keys, buckle up and let's get down to some serious motoring fun!



## Menu Navigation

**Select Confirm/Advance** A Button

**Cancel/Go back** Y Button

**Move highlight** UP or DOWN + Control Pad/Control Stick

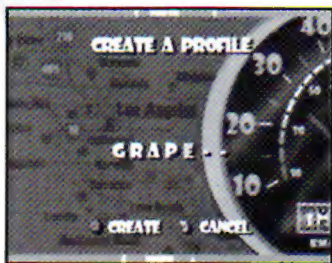
**Toggle settings** LEFT or RIGHT + Control Pad/Control Stick

## Main Menu

**NEW GAME** Start a new game. See Game Modes on page 12 for details.



**LOAD PROFILE** Load a saved profile from your Nintendo GameCube™ Memory Card. You can also create a new profile. Profiles include your options settings and game progress.



## CONTINUE

**SAVED GAME** Resume a previously saved game. You must load a profile to use this option.

**OPTIONS** Set these options:

### SOUND/MUSIC

**Audio Mode:** Choose Stereo or Mono sound.

**SFX Volume:** Raise or lower the sound effects volume.

**Music Volume:** Raise or lower the music volume.

Once you've set up your options, press the **A Button** to confirm your settings and return to the Main Menu, or press the **Y Button** to return without saving settings.

## Playing Sweet 16 Licensed to Drive

Once you have selected New Game, you can choose which game mode you wish to enter.

## Board Game Basics

We'll start off by looking at Adventure mode. Imagine the world is a giant board game. Players take turns moving about the board for the chosen number of laps and turns, playing any mini-games that are triggered. The object of the game is to earn coins, collect keys and pick up friends.

### TURN ORDER

At the beginning of an Adventure, you will spin to see who goes first. Press the **A Button** as the numbers change above your character. The highest number goes first.



## SPINNING

At the beginning of her turn, each player spins to see how many spaces she can move. You will see a small box with spinning numbers, similar to an odometer. Press the **A Button** to stop the number.

You will automatically move the given number of spaces. What happens next depends on where you land. If a contestant is computer controlled, the computer will automatically spin for her.

## RADIO

Before a turn, the player in first place (most points) can change the music playing on the car radio. Press the **L Button** to bring up the radio,

then press UP or DOWN on the **Control Pad** or **Control Stick** to cycle through the different stations. Press the **A Button** to select the station and return to the pre-turn menu.

## VIEWING THE BOARD

During a game, before spinning you can also choose to view the board (press the **B Button**). Press the **+ Control Pad/Control Stick** to move the camera around the board. Press the **A Button** to return to the spin/view board select menu.

## BOARD PIECES

Landing on certain board pieces will immediately take you into a fun mini-game, while landing on others can cause you to earn coins, pick up a friend, lose a turn, reverse your next move and so on.



### Start/Finish

This space marks the beginning and end of a lap. Landing on this space allows you to collect all of the coins in the Pot.



## Challenge

Landing on this space triggers a challenge event in which a 1-on-1 mini-game and an opponent are chosen randomly. At stake in the challenge are the players' turns. The winning player gains an extra turn from the losing player.



## Board Event

Landing on this space type triggers a board event. The events depend on the board (Beach or Mountain) being played. Each board has several different events that can occur. Some of the Board Events are: "High Tide" (blocks the beach road), "Detour" (an alternate branch is blocked for two turns), and "Earthquake" (movement is reduced).



## Friend

These are goal spaces. Stopping on the space allows you to pick up a friend. You can carry a maximum of three friends in your vehicle. Once a Friend space has been stopped on, it remains empty. If another driver lands on a space already occupied by a driver who has just picked up a friend, the two players will compete in a mini-game to see who gets to take the friend.



## Player Event

Landing on this space triggers a random Player Event. Some of the Player Events are: "Lose a Turn", "Flat Tire" and "Breakdown". Of course, there are good Player Events, too, like "Shopping Spree" (move to the next shopping space and choose up to three items for free) and "Car Show Prize" (win coins for having such a fine ride).



**Mystery**

Landing on this space temporarily changes it to a random selection of any of the space types, except friend.

**Green Meter**

Landing on the green space with a parking meter adds five coins to your bank.

**Red Meter**

Landing on a red space with a parking meter will subtract five coins from your bank. All coins subtracted by landing on this space go into the Jackpot. The jackpot is collected when a player lands on the Start/Finish space.

**Reverse**

A player who lands on this space must move backward on her next turn.

**Shuffle**

When a player lands on this space, all board spaces other than Start/Finish are shuffled.

**LANDING ON THE SAME SPACE**

Sometimes, players may land on the same space. When this happens, a one-on-one "shootout" mini-game of some kind determines which player will move back a space and which one will remain.

**INTERSECTIONS**

If the number of spaces you have to move takes you through certain intersections with a choice of routes, you may be asked to choose which direction you want to go in. Otherwise you'll automatically move forward.

**KEYS**

Collect as many keys as you can during the mini-games before advancing back to the main board. The keys are converted to coins and the coins can be used to purchase items in the board stores.

**PURCHASING ITEMS**

If you land on a shopping space, you'll be able to spend some coins to purchase useful items. You can hold up to three items in your trunk at any time.

**PDA**

Collect this item to make purchases from anywhere on the board.

**Spare Tire**

This protects you from the dreaded Flat Tire Event.

**Invitation**

Use the invitation to target a fellow driver. If that car is carrying a friend as a passenger, the friend will leave that car and join you.

**Tow Truck**

Use the tow truck to move an opponent's car to a different space.

**Cell Phone**

This allows you to bypass the spin and move directly to the closest Friend Space.

**Detour Sign**

This item closes a random path for up to three turns.

**Wrong Directions**

Potentially reverses the direction of a selected player for a turn.

**Wheels**

This item adds two spaces to your spin for the duration of the game.

**Gas Can**

Use this item to double your spin.

**Repair Service**

This item gives you protection from the Breakdown event.

### For Sale Sign

Use this item to cause a selected player to lose a turn.

### RESULTS SCREEN

At the end of a mini-game, you will see a results screen, showing your place ranking, the number of friends you've picked up, your bank (coins), number of laps completed and your point total.



	RANK	FRIENDS	BANK	LAPS	POINTS
1ST	1	4	0	104	
2ND	2	31	0	31	
3RD	3	8	0	8	
4TH	4	10	0	10	

### PAUSING THE GAME

Press **START** during a game to pause the action. Need help? The pause screen lets you access the help menu, which shows the controls for and object of the current game. The pause screen also features an option to Exit (quit) the current game and return to the Main Menu.



## Game Modes

### ADVENTURE

In Adventure mode, you travel to various regions and complete exciting mini-games as you go. First, you'll need to set up your Adventure.

#### REGION

There are two regions to explore, the Beach and the Mountain regions. Choose the one you prefer.

#### NUMBER OF PLAYERS

The game will detect how many controllers are present, and you can select up to that number to play the game. There are always four players, either controlled by the computer or by you and your friends.

#### GAME LENGTH

You can choose to play a Full Game, to play for a certain number of Laps around the board (from 3 to 10 times) or choose how many rounds each player will have (from 10 to 25 rounds each). You can also decide how many friends you need to find. There are four friends available on the board, but each car can only hold up to three friends.

#### LAP SHUFFLE

You can choose to have the board shuffle each time the player with the most laps (the lead player) gains a lap. Shuffling the board causes the game icons to be randomly rearranged around the board.

#### PLAYER SELECTION

Once you've setup your Adventure, choose which player you wish to control by highlighting the player portrait and pressing the **A Button**.



## BRING IT ON

It's you against the world (or whoever is playing!) as you battle to bring down any opponent in all-out winner-take-all mini-game action! You set the number of wins needed to succeed, then get ready to do what you do best: play!

## ARCADE

Arcade mode lets you play the way you want to. As in other modes, you pick the number of players. In Arcade mode, you get to select the type of game you want to play. With over 30 games to choose from, this mode gives you all the fun you can handle. You can also select the arcade game mode. You have these modes to choose from:

### One-On-One Battle

One player vs. another human or computer controlled player.

### 3 on 1 Battle

One player takes on a combination of three human or computer players.

### Teams

Team action pits two players against another team of two.

### Elimination Battle

There is no room for error. If you make a mistake you are out.

### Free For All Battle

This is a four player game where everyone battles everyone else.

## Dualstar Credits

### EXECUTIVE PRODUCERS

Robert Thorne  
Mary-Kate Olsen  
Ashley Olsen

### CREATOR/CO-EXECUTIVE PRODUCER

Tonya Hurley

### CO-EXECUTIVE PRODUCERS

Jill Zimmerman  
Neil Steinberg

### EXECUTIVE FASHION DESIGNER

Judy Swartz

### MUSIC SUPERVISORS

Michael Pagnotta  
Tracy Hurley

## Song Credits

### "16"

Performed by The Tapertops  
Lead Vocals Troy Jacobson  
Elisa Cariera

Lead Guitar Jeff Duval  
Drums Josh Oakes

Music by Troy Jacobson  
Jeff Duval  
Josh Oakes

Lyrics by Troy Jacobson  
Recorded And Produced by  
Josh Oakes

### "Pop Overload"

Written, Produced, And  
Performed by Brad Martin  
Recorded at  
Goc Studios, Orlando

### "Rock On"

### "Smrt"

### "Do As I Say"

Performed by 6x  
6x Appears Courtesy  
Of Daemon Records  
[www.daemonrecords.com](http://www.daemonrecords.com)

### "Hello Kitty"

### "Sub-Classic"

Performed by  
Danielle Howle  
And The Tantrums  
Danielle Howle And The  
Tantrums Appear Courtesy Of  
Daemon Records  
[www.daemonrecords.com](http://www.daemonrecords.com)

### "Up"

### "Serious"

Performed by Joy Williams  
Joy Williams Appears Courtesy of  
Reunion Records, Inc.  
[www.reunionrecords.com](http://www.reunionrecords.com)

### "Almost, Etc."

Performed by Zuigia  
Zuigia is Clint Staj  
Greg Howle  
Salem Posey  
Jonmark Hester  
[www.zuigia.com](http://www.zuigia.com)

### "Write About Me"

Written And Performed by  
Jeff Coffey  
[www.jeffcoffey.com](http://www.jeffcoffey.com)

### "My Best Friend"

Performed by  
Incredible Moses Leroy  
Written by  
R. Fountenberry  
Published by  
Melissa Ray  
Courtesy Of Ultimatum Music  
[www.ultimatummusic.com](http://www.ultimatummusic.com)

### "Celebrate"

Performed by Triple Image  
Written by Gary Carolla  
Published by Sony Atv Music  
Publishing Gmbh  
Bmi Music Publishing  
Weg Music  
Triple Image Appear Courtesy  
Of Wire Records

### "As Close As I Can Get"

Performed by Elisa Cariera  
Written by M. Jason Greene  
Heather Ozio  
Steve Waites

Published by  
Anjelito Music, Inc.  
Loco Diem (Administered by  
Anjelito Music, Inc.)

### "I'm Gonna Like It Here"

Performed by Elisa Cariera  
Written by M. Jason Greene  
Heather Ozio  
Ken Parks

Published by  
Anjelito Music, Inc.  
Loco Diem (Administered by  
Anjelito Music, Inc.)  
Quiescence Music

For Customer Support please contact  
Acclaim Consumer Service at 516-759-7800 or by e-mail at  
[www.consumerservice@acclaim.com](mailto:www.consumerservice@acclaim.com)



With our Mary-Kate and Ashley  
so little time fashion dolls,  
you can have fun making our  
hit ABC Family series come to life.

**Real Dolls  
for Real  
Girls**

Have you played these **mary-kateandashley** videogames?

It's  
How  
**YOU**  
Play.

Collect  
them  
ALL!

I play Chloe and  
I'm taking a  
painting class.  
You can help me  
finish this portrait  
with real paints.  
-Ashley

I play Riley  
and I'm taking  
a photography  
class. You can  
help me develop  
fun photos.  
-Mary-Kate



Join in the Fun

**D**  
DUALSTAR  
CONSUMER PRODUCTS

**mary-kateandashley**

**mary-kateandashley.com**  
America Online Keyword: mary-kateandashley

**MATTEL**

**EVERYONE**  
**E**  
CONTENT RATED BY  
**ESRB**

**D**  
DUALSTAR  
INTERACTIVE

**Games**  
**for**  
**Girls**

**GAME BOY ADVANCE**

**GAME BOY  
COLOR**

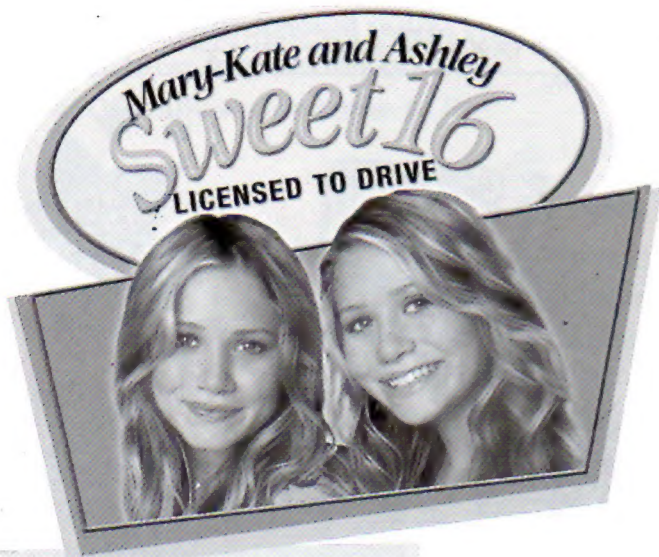
**America Online**

**mary-kateandashley.com**  
America Online Keyword: mary-kateandashley

**CLUB**  
**AKAOL**

Archim © 2002 Archim Entertainment, Inc. All Rights Reserved. Mary-Kate, Ashley, Mary-Kate and Ashley and mary-kateandashley™ Secret 16 are all registered trademarks or registered trademarks of Archim Entertainment Group, LLC. © and TM 2002 Dualstar Entertainment Group, LLC. All Rights Reserved. Nintendo GameCube developed by n-Game. Nintendo Game Boy Advance developed by PowerStone. All Rights Reserved. America Online, AOL, and the Triangle design are registered trademarks of America Online, Inc. Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo.





Want more fun?

The celebration

continues **ONLINE!**

It's  
How  
**YOU**  
Play.

**For:**  
Party Planning Tips  
Driving Tests  
Game Features & Movies  
**And More!**



Go to  
[www.clubacclaim.com/mka/sweet16](http://www.clubacclaim.com/mka/sweet16)

Games  
for  
**Real Girls**

[mary-kateandashley.com](http://mary-kateandashley.com)  
America Online Keyword: mary-kateandashley

**CLUB**  
**Acclaim**

mary-kateandashley

2003 calendar 16-month



New from the  
mary-kateandashley  
brand—buy your 2003  
calendar today!

**D**  
DUALSTAR  
CONSUMER  
PRODUCTS

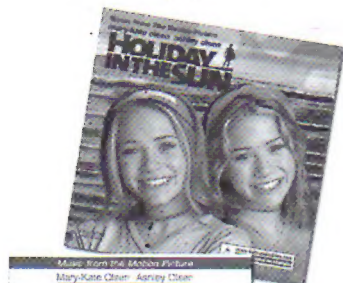
Calendars  
for  
**Real Girls**



[mary-kateandashley.com](http://mary-kateandashley.com)  
America Online Keyword: mary-kateandashley

**Mead**





It's  
What  
**YOU**  
Listen To.



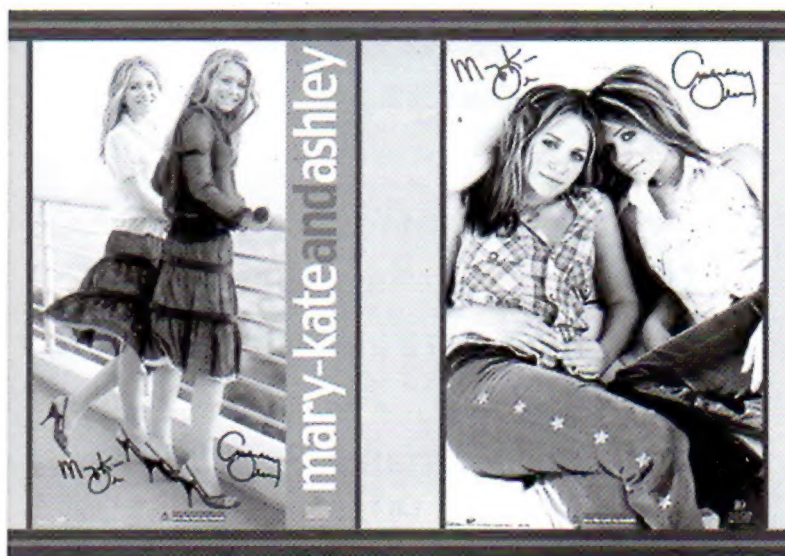
Music from the  
**Mary-Kate and Ashley**  
movies you *LOVE* to watch.  
Available **NOW!**

**mary-kateandashley.com**  
America Online Keyword: mary-kateandashley

America Online, AOL, and the Triangle design are registered trademarks of America Online, Inc.

Powered by  
**TRIANGLE**  
RECORDS

Look for the latest in the  
**mary-kateandashley**  
brand posters



**DUALSTAR**  
CONSUMER PRODUCTS

Call 1-800-667-8500 for  
a *Triangle* retailer near you.

**mary-kateandashley.com**  
America Online Keyword: mary-kateandashley

**Real Posters**  
for **Real Girls**

TM & © 2002 Dualstar Entertainment Group, LLC. America Online, AOL, and the Triangle Logo are registered service marks of America Online, Inc.

**DUALSTAR**  
RECORDS



**Mary-Kate**  
as Misty

**Ashley**  
as Amber



Let's go save the world...  
again!

**MARY-KATE AND ASHLEY**  
**in ACTION!**

The Animated Series  
on



**D**  
**DUALSTAR**  
ANIMATION

Call your cable  
operator or satellite  
provider to request  
Toon Disney.

**ToonDisney.com**

©2002 Dualstar Entertainment  
Group, LLC

©Disney

Look for these cool new books!



And don't miss any of the books in these exciting series:

**MARY-KATE AND ASHLEY**  
**in ACTION!**

**The Real**  
**MARY-KATE & ASHLEY**

**so little time** **two**  
of a **kind**

**HarperEntertainment**  
An imprint of HarperCollins Publishers  
www.harpercollins.com



**Real**  
**Girls**

**It's**  
**What**  
**YOU**  
**Road**



**mary-kateandashley.com**  
America Online Keyword: mary-kateandashley

**D**  
**DUALSTAR**  
PUBLICATIONS

Books created and produced by Parachute Publishing, L.L.C., in cooperation with Dualstar Publications, a division of Dualstar Entertainment Group, LLC, published by HarperEntertainment, a division of HarperCollins Publishers. MARY-KATE AND ASHLEY SWEET 16 TM & © 2002 Dualstar Entertainment Group, LLC. America Online, AOL, and the Triangle design are registered trademarks of America Online, Inc.





mary-kate olsen ashley olsen

# so little time

the television series  
on



## ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

**Repairs/Service after Expiration of Warranty**—If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

**Acclaim Hotline/Consumer Service Department (516) 759-7800**

Acclaim® and Club Acclaim™ & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Mary-Kate, Ashley, Mary-Kate and Ashley, mary-kateandashley™ Sweet 16 are all registered trademarks of Dualstar Entertainment Group, LLC. © and TM 2002 Dualstar Entertainment Group, LLC. America Online, AOL and the Triangle design are registered trademarks of America Online, Inc. All Rights Reserved. Developed by n-Space. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

[www.clubacclaim.com](http://www.clubacclaim.com)

